AD-A187 412

DATE _12/10/87_

TO: Information Services Branch

FROM: Computer Products Support Group _Kɔ_ _L.L._
(Init)

RE: _DoD/SW/MT-88/001_. Announce in GRA&I
(Report No.)

Priority Action is Required

Attached

☑ Form NTIS 231

☑ Form 277

☑ NTIS 79

☐ RDP (OF 272)

☐ Proof Listing

☐ Consigned Inventory Acquisition
Form (Interagency Agreement
Number and Split)

<table>
<tr><td colspan="3">Process for:</td></tr>
<tr><td rowspan="2">K File
(Data)</td><td>☐</td><td>Documentation</td></tr>
<tr><td>☐</td><td>Mag Tape</td></tr>
<tr><td rowspan="2">H File
(Software)</td><td>☐</td><td>Documentation</td></tr>
<tr><td>☑</td><td>Mag Tape</td></tr>
</table>

Action

☐ Loan Document Form Attached

☐ Defense Sponsored. Acquire ADA Number

☐ Order Pending. Return immediately after copying
necessary pages.

Remarks

Highlight!

Computer Products Transmittal

☐ DELETE   ☐ NEW   ☒ REPLACE   ☐ CORRECTION

NTIS COMPUTER PRODUCTS CATALOG DATA SHEET	1. ACCESSION NO.	2. CONTRIBUTING AGENCY REPORT NO. DOD/SW/MT-88/001 *See box '10	3. SUBJECT

4. PRODUCT *(circle one)*

DATA FILE   PUBLICATION

DATA BASE REFERENCE SERVICE   SOFTWARE   MODEL, SIMULATION

5. AGENCY, BUREAU, DIVISION, AND ADDRESS

Navy Personnel Research and Development Center
Code 52
San Diego, CA 92152

DTIC FILE COPY

6. PRODUCT NAME *(Use agency nomenclature)*

Steamer Training System and Graphics Editor, 1987 Version

7. DESCRIPTORS OF PRODUCT *(Keywords, identifiers, etc.)*

Software,
Graphics Editor,
Training System,
Computer-Based Instruction
(CAI)

8. DATES OF COVERAGE *(For one-time reports, use as-of-date; for software, use date and release no.)* July 1987	9. FILE SIZE IN NO. OF: REELS |1| PUNCHED CARDS

10. AVAILABILITY STATEMENT - AGENCY NAME AND ADDRESS, ORDER NO., ETC. *(If NTIS sells, leave blank)*

*This software supersedes AD-A146757 (DOD/DF-85/006)

DTIC ELEC

11. PRICE INFORMATION

Price code T03.

12. GEOGRAPHIC SCOPE

13. TECHNICAL REPRESENTATIVES *(List at least one for subject and one for media)*

NAME	TITLE	PHONE NO.
Walter Thode		619-553-7710

14. DOCUMENTATION   EXPECTED AVAILABILITY DATE

☐ AVAILABLE

87 12 17 076

15. COMPUTER PRODUCT ABSTRACT

This tape contains the July 1987 version of the Steamer Training System and Graphics Editor. The program is distributed in source code. To load, use (dis:load-distribution-tape). To compile the system, use (make-system 'steamer :compile)... Software Description: The program is written in the Zetalisp programming language for implementation on a Symbolics 3600 computer using the Symbolic 7.1/UNIX 4.2 operating system.

Accession For	
NTIS GRA&I	☒
DTIC TAB	☐
Unannounced	☐
Justification	

#300-00 NTIS

Distribution/		
Availability Codes		
Dist	Avail and/or Special	
A-1	21	

16. DATA FILE TECHNICAL DESCRIPTION

Source tape is in ___ASCII___ character set. Character set restricts preparation to 9 track, one-half inch tape only. Identify recording mode by specifying density only. Call NTIS Computer Products, if you have any questions.

DEC 2 1 1987

17. SOFTWARE TECHNICAL DESCRIPTION

Software is written in;

Fortran _____ COBOL _____ Basic _____ Assembly _____ Other (Specify) ___Zetalisp___

Software requires;

CPR Mfr. __Symbolics__ Model(s) __LM2 Series__ Operating system(s) ___Symbolics___

3600 Series

Minimum of _____ K bytes core. The following special features and/or additional requirements in hardware:

SIGNATURE OF AGENCY REPRESENTATIVE, PHONE NO., AND DATE	SIGNATURE OF NTIS REPRESENTATIVE AND DATE FORM PREPARED
Walther F. Thode September 1987	

FORM NTIS-231 (REV. 8-74)   BACK   USCOMM-DC 9411-P74

COMPUTER MAGNETIC TAPE FILE PROPERTIES

01. Completion Date			02. Form Prepared By *(Name and Phone)*	03. Reel ID Number *(Property Control No.)*
Yr	Month	Day		
8 7	0 9			

04. Recording Date			05. File Identifier or Descriptive Title	06. Short Title *(External Label Name)*
Year	Month	Day	STEAMER Training System & Graphics Editor, '87	
8 7	0 9			

07. Source Unavailable			08. Documentation		09. File Position on Reel
Year	Month	Day	Yes	No	Available *(Enter Citation)*	1 of 1

10. To Be Returned	11. Submitting Organization & Address	12. Receiving Organization & Address
Yes	No — To Other Than The Sender	Navy Personnel Research and Development Center Code 52 San Diego, CA 92152	NTIS Springfield, VA 22161

13. Due Back Date		
Year	Month	Day

14. Technical Contact(s) & Phone Number(s)

Walt Thode, 619-553-7710

RECORDING SYSTEM CHARACTERISTICS

EQUIPMENT MANUFACTURER AND MODEL	15. Processing Unit Symbolics 3600, LM2 Series		17. No. of Tracks			18. Parity		19. Density *(BPI)*
			7	9	Other	Odd	Even	1600 or 6250
	16. Tape Subsystem			X		X		

RECORDING SOFTWARE	20. Operating System, Release & Version Symbolic 7.1	22. Internal File Identifier
	21. Utility Program or Data Base Language UNIX 4.2	

23. Characters Set *(Graphics)*	24. Recorded Label *(Internal Label)*			
[X] ASCII [ ] BCD [ ] Other *(Specify)*	[ ] Header	[ ] ANSI X 3.27 Standard	[ ] Other
[ ] EBCDIC [ ] FIELDATA [ ] Non-Print Codes	[ ] Trailer	[ ] FIPS Standard	[X] None

FILE CHARACTERISTICS

NUMBER OF RECORDS	25. Physical 1572	27. Record Type	28. Records/Block *(Blocking Factor)*	29. TYPE OF FILE ORGANIZATION *(Check One Box)*	
	26. Logical	[X] Fixed Length [ ] Other Than Fixed		[X] One File One Reel [ ] One File Multiple Reels	
RECORD LENGTH	30. Physical 4096 [ ] Bytes [ ] Chars. [ ] Words (Bits/Word)			[ ] Multiple Files One Reel	
	31. Logical [ ] Bytes [ ] Chars. [ ] Words (Bits/Word)			[ ] Multiple Files Multiple Reels	

SUPPLEMENTAL INFORMATION

32. Use/Handling Constraints *(Specify if Yes)*

Yes	No

33. For Submitting Organization Use

```
-*- Mode: Text -*-
```

Herewith are instructions for installing the Genera 7.0 (should work for Genera 7.1 also)
version of Simenv, including the Steamer System.

To restore this distribution you will need three translation files: **simenv.translations**,
steamer-system.translations and **steamer-model.translations**.   Here are examples:

```
        simenv.translations
        ;;; -*- mode: lisp;  base: 10;  lowercase: t;  package: file-system; -*-
        (set-logical-pathname-host "simenv" :physical-host "niihau"
                :translations
                        '(("simenv;" ">simenv>")
                          ("**;" ">simenv>**>")))

        steamer-system.translations
        ;;; -*- mode: lisp;  base: 10;  lowercase: t;  package: file-system; -*-
        (fs:set-logical-pathname-host "steamer-system" :physical-host "niihau"
                :translations
                        '(("steamer-system;" ">steamer-system>")
                          ("steamer-views;" ">steamer-system>views>")
                          ("steamer-models;" ">steamer-system>models>")
                          ("**;" ">steamer-system>**>")))

        steamer-model.translations
        ;;; -*- mode: lisp;  base: 10;  lowercase: t;  package: file-system; -*-
        (fs:set-logical-pathname-host "steamer-model" :physical-host "niihau"
                :translations
                        '(("steamer-model;" ">steamer-system>models>")
                          ("**;" ">steamer-system>models>**>")))
```

1) Create and load the translation files.

2) Restore the distribution tape.

3) Load **simenv:simenv;defsimenv**. This will put up a menu requesting the
   hardware options of the host on which you are running. The most important line
   is the color-system option. If you have a Symbolics color board, click on sc.
   The no-color option allows you to run on the b&w screen standalone.

4) Load system **simenv**. See the directory **simenv.documentation;** for more information
   about using Simenv.

5) To make the Steamer System, load in order the following systems:
   **"steamer system" :version latest, steamer-model, steamer-system-models,
   steamer-system-views.**

6) To run the Steamer System from Simenv, Select-G (or Select-S).
   Click left on the *Model* label in the mode line and select *Steamer-model*.
   Click left on the *View* label in the mode line to select a view.

Distribution dump by hollan on HAWAII (Nprdc) at 10/02/84 14:26:32.
Reconstruction of map by reading tape NIL at 10/02/84 14:44:37.
Distribution tape version 2.
The given tape reel name was steamer.
Comment: Distribution of Steamer 10/2/84
All creation dates Greenwich Mean Time (GMT).

------------------------ S U M M A R Y ------------------------

System, STEAMER, version 15

----------------------- S Y S T E M S -----------------------

System: Steamer

   STEAMER: STEAMER; DEFSTEAMER.LISP.48 → CRETE:>steamer>defsteamer.lisp.48   hollan   9/30/84 15:38:42
   STEAMER: LMFONTS; 40VR.BFD.1 → CRETE:>steamer>lmfonts>40vr.bfd.1   Weitzman 6/09/84 00:51:52
   STEAMER: LMFONTS; HL12B-OLD.BFD.1 → CRETE:>steamer>lmfonts>hl12b-old.bfd.1 Weitzman 6/14/84 15:20:01
   STEAMER: LMFONTS; LOGOS.BFD.2 → CRETE:>steamer>lmfonts>logos.bfd.2   Weitzman 6/12/84 02:04:48
   STEAMER: STEAMER; PACKAGE.LISP.14 → CRETE:>steamer>package.lisp.14   Weitzman 6/05/84 20:24:33
   STEAMER: UTILITIES; LIST.LISP.5 → CRETE:>steamer>utilities>list.lisp.5 hollan   2/01/84 18:30:29
   STEAMER: UTILITIES; NUMERIC.LISP.5 → CRETE:>steamer>utilities>numeric.lisp.5 hollan   7/03/83 18:30:1
4
   STEAMER: UTILITIES; STRING.LISP.3 → CRETE:>steamer>utilities>string.lisp.3 hollan   1/07/84 00:42:35
   STEAMER: STEAMER; SITE-DEFS.LISP.2 → CRETE:>steamer>site-defs.lisp.2   hollan   9/30/84 15:34:39
   STEAMER: GRAPHICS; DEVICE-DEFS.LISP.1 → CRETE:>steamer>graphics>device-defs.lisp.1 Weitzman 6/20/84 2
1:26:42
   STEAMER: GRAPHICS; GRAPHICS-DEFS.LISP.2 → CRETE:>steamer>graphics>graphics-defs.lisp.2 Weitzman 6/20/
84 21:26:30
   STEAMER: ICONS; ICONS-DEFS.LISP.1 → CRETE:>steamer>icons>icons-defs.lisp.1 hollan   2/03/84 19:12:19
   STEAMER: GRAPHICS; AED-M.LISP.7 → CRETE:>steamer>graphics>aed-m.lisp.7 Weitzman 6/28/84 15:02:58
   STEAMER: GRAPHICS; GL-M.LISP.5 → CRETE:>steamer>graphics>gl-m.lisp.5   hollan   2/07/84 00:55:42
   STEAMER: ICONS; ICON-M.LISP.8 → CRETE:>steamer>icons>icon-m.lisp.8   hollan   2/03/84 16:52:16
   STEAMER: GRAPHICS; GL-DEVICES.LISP.6 → CRETE:>steamer>graphics>gl-devices.lisp.6 Weitzman 6/24/84 18:
05:46
   STEAMER: GRAPHICS; GL.LISP.17 → CRETE:>steamer>graphics>gl.lisp.17   Weitzman 9/20/84 22:12:07
   STEAMER: GRAPHICS; GI.LISP.9 → CRETE:>steamer>graphics>gi.lisp.9   hollan   9/19/84 16:24:14
   STEAMER: GRAPHICS; PIPE-OBJECT.LISP.5 → CRETE:>steamer>graphics>pipe-object.lisp.5 hollan   12/21/83
19:12:36
   STEAMER: GRAPHICS; PIPE-INTERFACE.LISP.5 → CRETE:>steamer>graphics>pipe-interface.lisp.5 hollan   1/0
4/84 15:53:59
   STEAMER: GRAPHICS; AED.LISP.14 → CRETE:>steamer>graphics>aed.lisp.14   hollan   9/28/84 19:29:16
   STEAMER: GRAPHICS; B&W.LISP.5 → CRETE:>steamer>graphics>b&w.lisp.5   Weitzman 6/19/84 15:55:43
   STEAMER: ICONS; BASIC.LISP.6 → CRETE:>steamer>icons>basic.lisp.6   hollan   9/19/84 16:24:01
   STEAMER: ICONS; DISPLAY.LISP.6 → CRETE:>steamer>icons>display.lisp.6 hollan   9/19/84 16:24:08
   STEAMER: ICONS; RECTANGULAR.LISP.8 → CRETE:>steamer>icons>rectangular.lisp.8 hollan   9/19/84 16:24:5
0
   STEAMER: ICONS; POINT.LISP.4 → CRETE:>steamer>icons>point.lisp.4   hollan   4/06/83 20:37:27
   STEAMER: ICONS; POINTS.LISP.5 → CRETE:>steamer>icons>points.lisp.5   hollan   1/28/84 18:12:02
   STEAMER: ICONS; TAP.LISP.6 → CRETE:>steamer>icons>tap.lisp.6   hollan   9/19/84 16:25:03
   STEAMER: ICONS; MAP.LISP.8 → CRETE:>steamer>icons>map.lisp.8   hollan   9/19/84 16:24:38
   STEAMER: ICONS; NO-TAP-MAPPING.LISP.5 → CRETE:>steamer>icons>no-tap-mapping.lisp.5 hollan   3/26/84 1
7:01:00
   STEAMER: ICONS; DEFMAPS.LISP.4 → CRETE:>steamer>icons>defmaps.lisp.4 hollan   4/06/83 20:37:38
   STEAMER: ICONS; CONTINUOUS.LISP.7 → CRETE:>steamer>icons>continuous.lisp.7 Weitzman 5/16/84 22:27:47
   STEAMER: ICONS; DISCRETE.LISP.10 → CRETE:>steamer>icons>discrete.lisp.10 hollan   9/19/84 16:24:05
   STEAMER: ICONS; ROTATION.LISP.5 → CRETE:>steamer>icons>rotation.lisp.5 hollan   9/19/84 16:24:54
   STEAMER: ICONS; GAGE.LISP.5 → CRETE:>steamer>icons>gage.lisp.5   hollan   12/02/83 18:39:15
   STEAMER: ICONS; DIAGRAM.LISP.4 → CRETE:>steamer>icons>diagram.lisp.4 hollan   4/06/83 20:37:52
   STEAMER: ICONS; BAR.LISP.5 → CRETE:>steamer>icons>bar.lisp.5   hollan   5/31/83 22:41:03
   STEAMER: ICONS; FORCE-BAR.LISP.8 → CRETE:>steamer>icons>force-bar.lisp.8 hollan   6/17/83 18:14:00
   STEAMER: ICONS; BEAM-TOT.LISP.10 → CRETE:>steamer>icons>beam-tot.lisp.10 hollan   7/14/83 00:14:00
   STEAMER: ICONS; COLUMN.LISP.5 → CRETE:>steamer>icons>column.lisp.5   hollan   1/09/84 19:30:55
   STEAMER: ICONS; DEVICES.LISP.9 → CRETE:>steamer>icons>devices.lisp.9 hollan   12/02/83 19:19:06
   STEAMER: ICONS; DIAL.LISP.5 → CRETE:>steamer>icons>dial.lisp.5   hollan   2/09/84 23:51:03
   STEAMER: ICONS; DIGITAL-BAR.LISP.5 → CRETE:>steamer>icons>digital-bar.lisp.5 hollan   12/02/83 18:25:

51
   STEAMER: ICONS; FLAME.LISP.10 → CRETE:)steamer>icons>flame.lisp.10   hollan   2/16/84 16:01:06
   STEAMER: ICONS; GEOMETRIC.LISP.6 → CRETE:)steamer>icons>geometric.lisp.6 hollan   9/19/84 16:24:11
   STEAMER: ICONS; GRAPH.LISP.29 → CRETE:)steamer>icons>graph.lisp.29   hollan   9/19/84 16:24:30
   STEAMER: ICONS; MULTI-PLOT-GRAPH.LISP.16 → CRETE:)steamer>icons>multi-plot-graph.lisp.16 Weitzman 3/2
7/84 23:13:12
   STEAMER: ICONS; DATA-SET.LISP.4 → CRETE:)steamer>icons>data-set.lisp.4 hollan   4/06/83 20:38:10
   STEAMER: ICONS; LINE.LISP.6 → CRETE:)steamer>icons>line.lisp.6   hollan   9/19/84 16:24:35
   STEAMER: ICONS; PIPE.LISP.6 → CRETE:)steamer>icons>pipe.lisp.6   hollan   9/19/84 16:24:41
   STEAMER: ICONS; POLYGON.LISP.5 → CRETE:)steamer>icons>polygon.lisp.5 hollan   9/19/84 16:24:47
   STEAMER: ICONS; PUMP.LISP.5 → CRETE:)steamer>icons>pump.lisp.5   hollan   5/13/83 16:37:36
   STEAMER: ICONS; SIGNAL.LISP.4 → CRETE:)steamer>icons>signal.lisp.4   hollan   7/12/83 14:45:55
   STEAMER: ICONS; TEXT.LISP.5 → CRETE:)steamer>icons>text.lisp.5   hollan   12/01/83 22:16:52
   STEAMER: ICONS; OLD-VALVE.LISP.4 → CRETE:)steamer>icons>old-valve.lisp.4 hollan   4/06/83 20:38:29
   STEAMER: ICONS; VALVE.LISP.7 → CRETE:)steamer>icons>valve.lisp.7   hollan   4/29/83 16:36:38
   STEAMER: ICONS; 3-WAY-VALVE.LISP.11 → CRETE:)steamer>icons>3-way-valve.lisp.11 hollan   6/23/83 19:41
:23
   STEAMER: ICONS; 4-WAY-VALVE.LISP.6 → CRETE:)steamer>icons>4-way-valve.lisp.6 hollan   5/29/83 22:44:1
6
   STEAMER: ICONS; ELECTRIC.LISP.4 → CRETE:)steamer>icons>electric.lisp.4 hollan   4/01/83 22:20:43
   STEAMER: ICONS; BUFFER.LISP.5 → CRETE:)steamer>icons>buffer.lisp.5   hollan   11/03/83 22:01:06
   STEAMER: ICONS; EDITOR.LISP.32 → CRETE:)steamer>icons>editor.lisp.32 hollan   9/19/84 16:25:06
   STEAMER: ICONS; LANDSCAPE.LISP.2 → CRETE:)steamer>icons>landscape.lisp.2 Weitzman 6/14/84 16:02:08
   STEAMER: ICONS; PANE.LISP.19 → CRETE:)steamer>icons>pane.lisp.19   Weitzman 8/20/84 15:34:43
   STEAMER: ICONS; VIEW.LISP.4 → CRETE:)steamer>icons>view.lisp.4   hollan   7/03/83 19:47:34
   STEAMER: GRAPHICS; GL-INITIALIZE-ICON-B&W.LISP.1 → CRETE:)steamer>graphics>gl-initialize-icon-b&w.lis
p.1 Weitzman 6/23/84 21:27:17
   STEAMER: GRAPHICS; GL-INITIALIZE-AED.LISP.1 → CRETE:)steamer>graphics>gl-initialize-aed.lisp.1 Weitzm
an 6/23/84 21:27:15
   STEAMER: STEAMER; CGOL-CHANGES.LISP.3 → CRETE:)steamer>cgol-changes.lisp.3   hollan   4/06/83 20:39:0
9
   STEAMER: MODEL; FORTRAN.LISP.5 → CRETE:)steamer>model>fortran.lisp.5 mbr   8/15/84 20:17:47
   STEAMER: MODEL; COMMON.CGOL.1 → CRETE:)steamer>model>common.CGOL.1   hollan   12/18/81 00:50:42
   STEAMER: MODEL; IC.CGOL.1 → CRETE:)steamer>model>ic.CGOL.1   hollan   12/18/81 01:03:02
   STEAMER: MODEL; FIREROOM.CGOL.1 → CRETE:)steamer>model>fireroom.CGOL.1 hollan   1/12/82 18:43:38
   STEAMER: MODEL; ENGINEROOM.CGOL.1 → CRETE:)steamer>model>engineroom.CGOL.1 hollan   12/18/81 02:32:29
   STEAMER: MODEL; AUXILIARY.CGOL.1 → CRETE:)steamer>model>auxiliary.CGOL.1 hollan   12/18/81 02:41:37
   STEAMER: MODEL; WPUMP.LISP.2 → CRETE:)steamer>model>wpump.lisp.2   hollan   4/06/83 20:39:14
   STEAMER: MODEL; PATCH.LISP.2 → CRETE:)steamer>model>patch.lisp.2   hollan   4/06/83 20:39:16
   STEAMER: STEAMER; RUN-DEFS.LISP.3 → CRETE:)steamer>run-defs.lisp.3   hollan   4/06/83 20:39:18
   STEAMER: STEAMER; RUN.LISP.4 → CRETE:)steamer>run.lisp.4   hollan   12/08/83 16:06:42
   STEAMER: STEAMER; VIEWS.LISP.8 → CRETE:)steamer>views.lisp.8   hollan   3/01/84 18:03:52
   STEAMER: STEAMER; SCROLL-REGION.LISP.4 → CRETE:)steamer>scroll-region.lisp.4 mbr   6/11/84 23:20:
59
   STEAMER: STEAMER; COMMAND-DEFS.LISP.4 → CRETE:)steamer>command-defs.lisp.4   hollan   1/16/84 22:41:5
5
   STEAMER: STEAMER; COMMANDS.LISP.7 → CRETE:)steamer>commands.lisp.7   Weitzman 6/23/84 22:52:39
   STEAMER: STEAMER; TOPLEVEL.LISP.14 → CRETE:)steamer>toplevel.lisp.14   Weitzman 8/20/84 15:34:52
   STEAMER: STEAMER; CASUALTIES.LISP.3 → CRETE:)steamer>casualties.lisp.3   hollan   4/06/83 20:39:38
   STEAMER: STEAMER; INITIALIZATIONS.LISP.3 → CRETE:)steamer>initializations.lisp.3 hollan   4/06/83 20:
39:41
   STEAMER: GRAPHICS; GL-INITIALIZE-STEAMER-B&W.LISP.1 → CRETE:)steamer>graphics>gl-initialize-steamer-b
&w.lisp.1 Weitzman 6/23/84 21:27:19
   STEAMER: DEMOS; TEMPERATURES.LISP.2 → CRETE:)steamer>demos>temperatures.lisp.2 hollan   4/06/83 20:39
:43
   STEAMER: DEMOS; PRESSURES.LISP.2 → CRETE:)steamer>demos>pressures.lisp.2 hollan   4/06/83 20:39:45
   STEAMER: DEMOS; SAMPLER.LISP.2 → CRETE:)steamer>demos>sampler.lisp.2   hollan   5/10/84 16:14:35
   STEAMER: DEMOS; DEMOS.LISP.2 → CRETE:)steamer>demos>demos.lisp.2   hollan   4/06/83 20:39:51

End of tape.